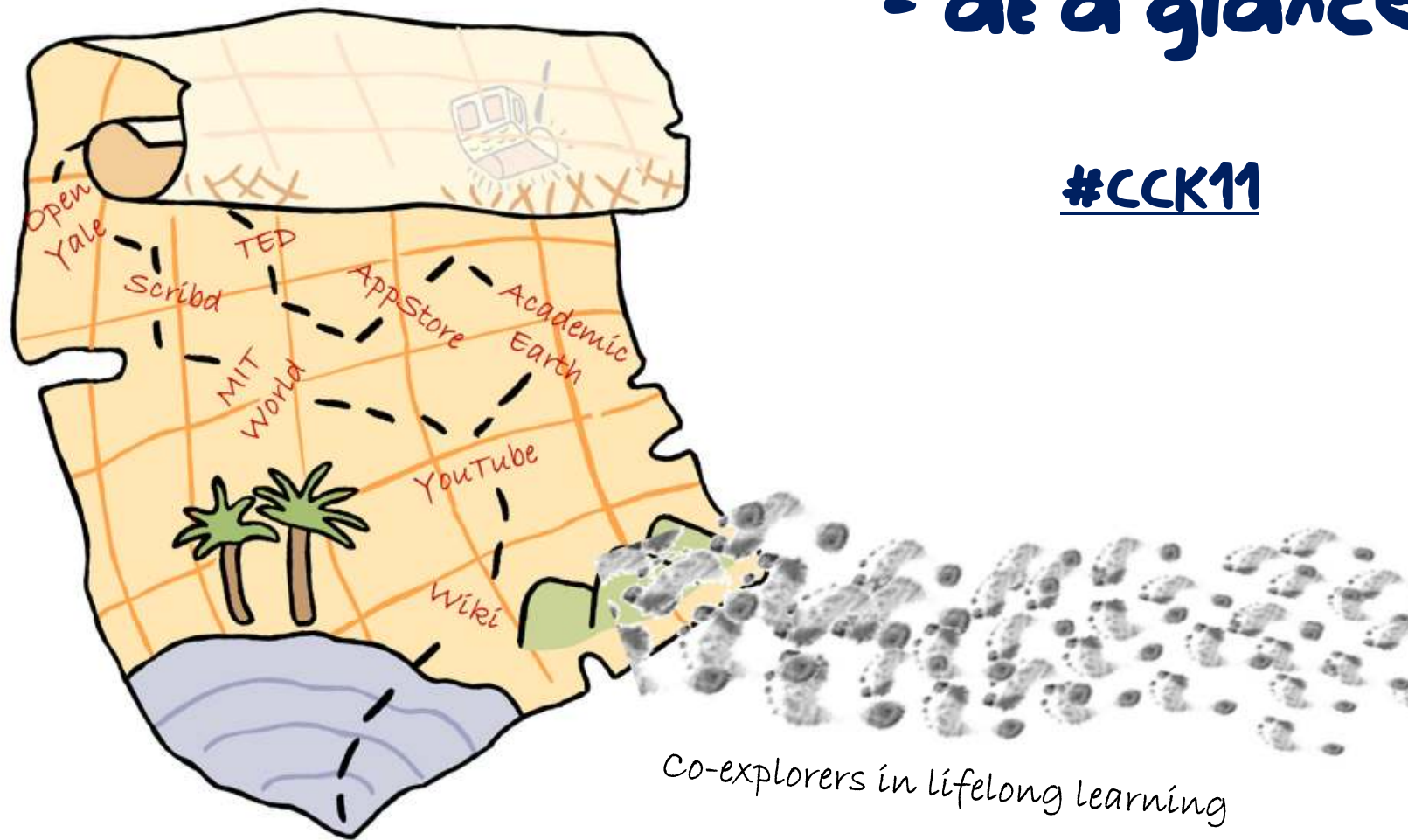


'Connective Learning'

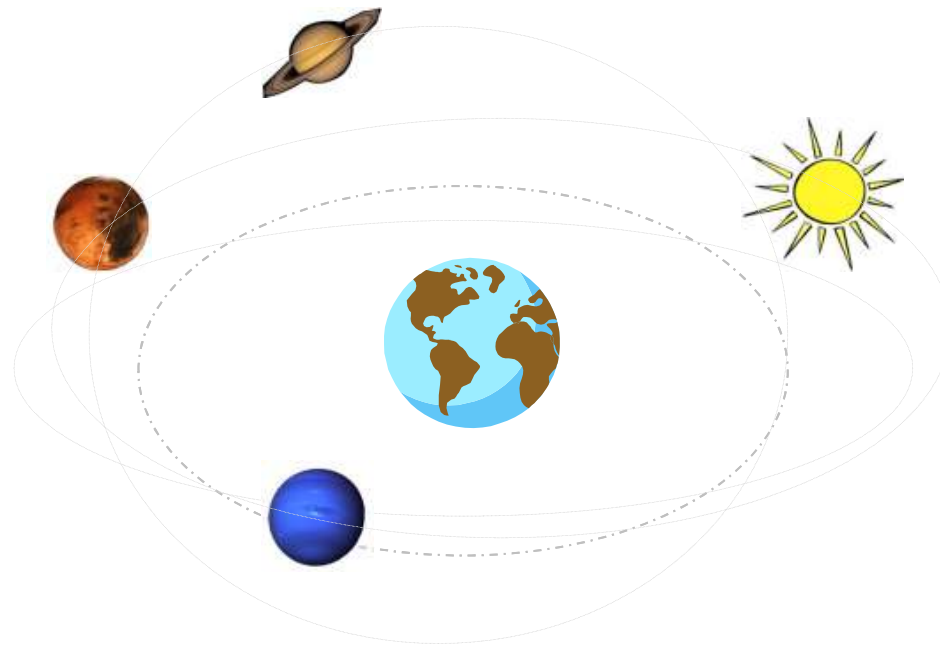
- at a glance

#CCK11

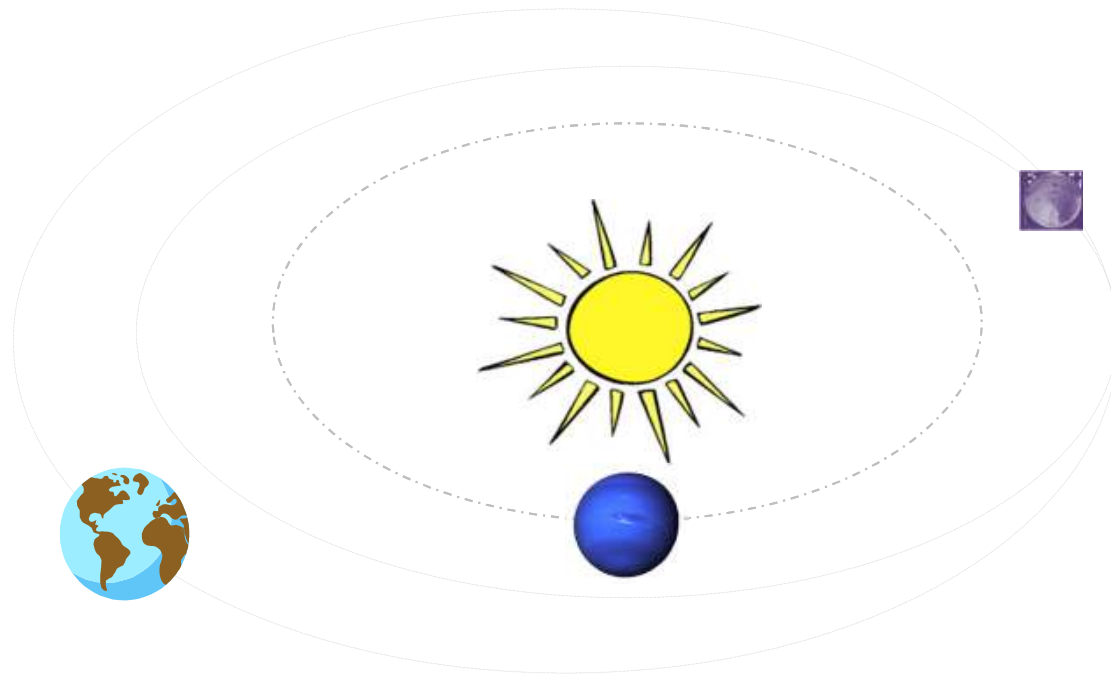


An Analogy

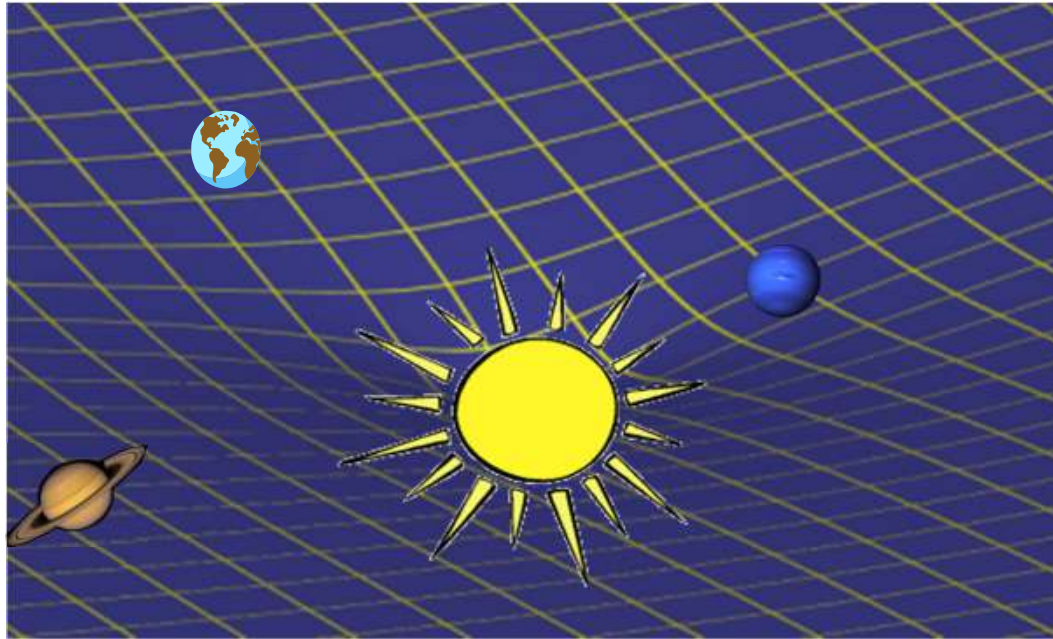
Our understanding of solar system has changed...



From Earth-centric... ➔

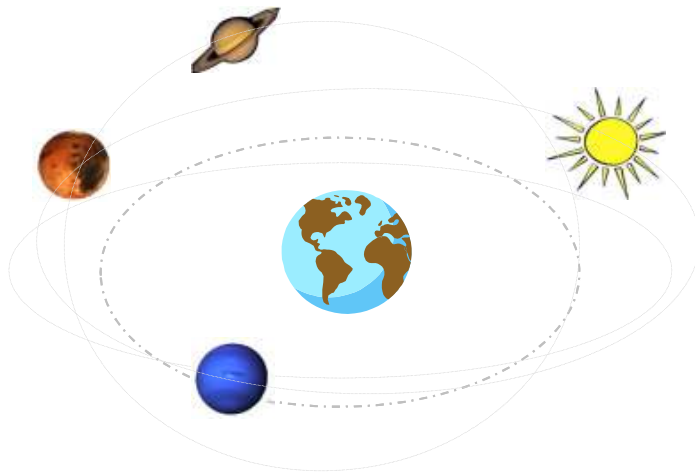


to Sun-centric... →



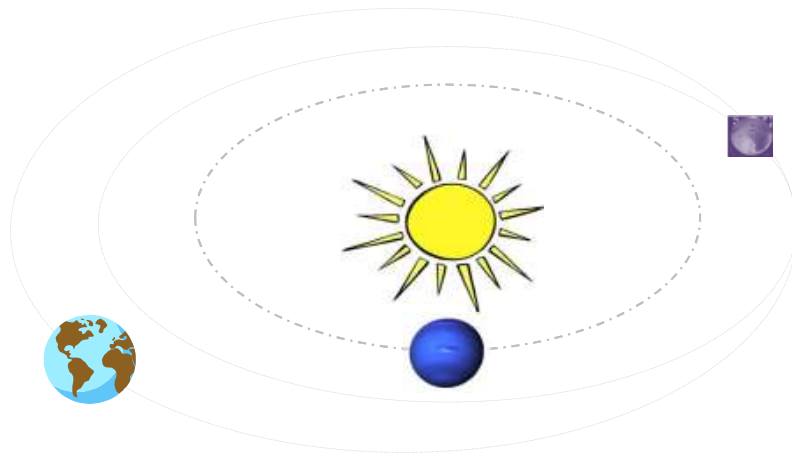
to Mass-centric

Likewise our view on education is changing...



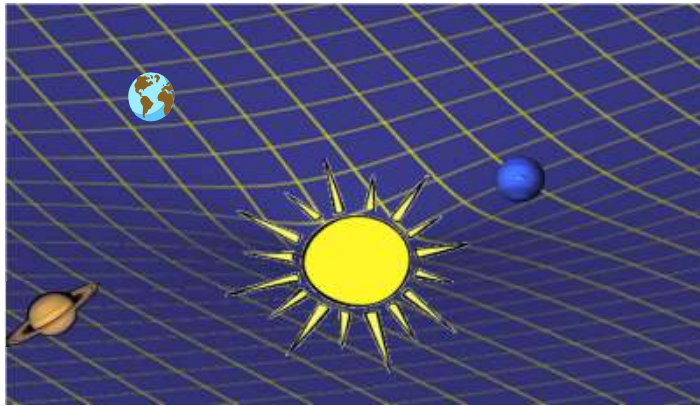
= Teacher-centric... →

From Earth-centric...



to Sun-centric...

= Learner-centric... →



to Mass-centric

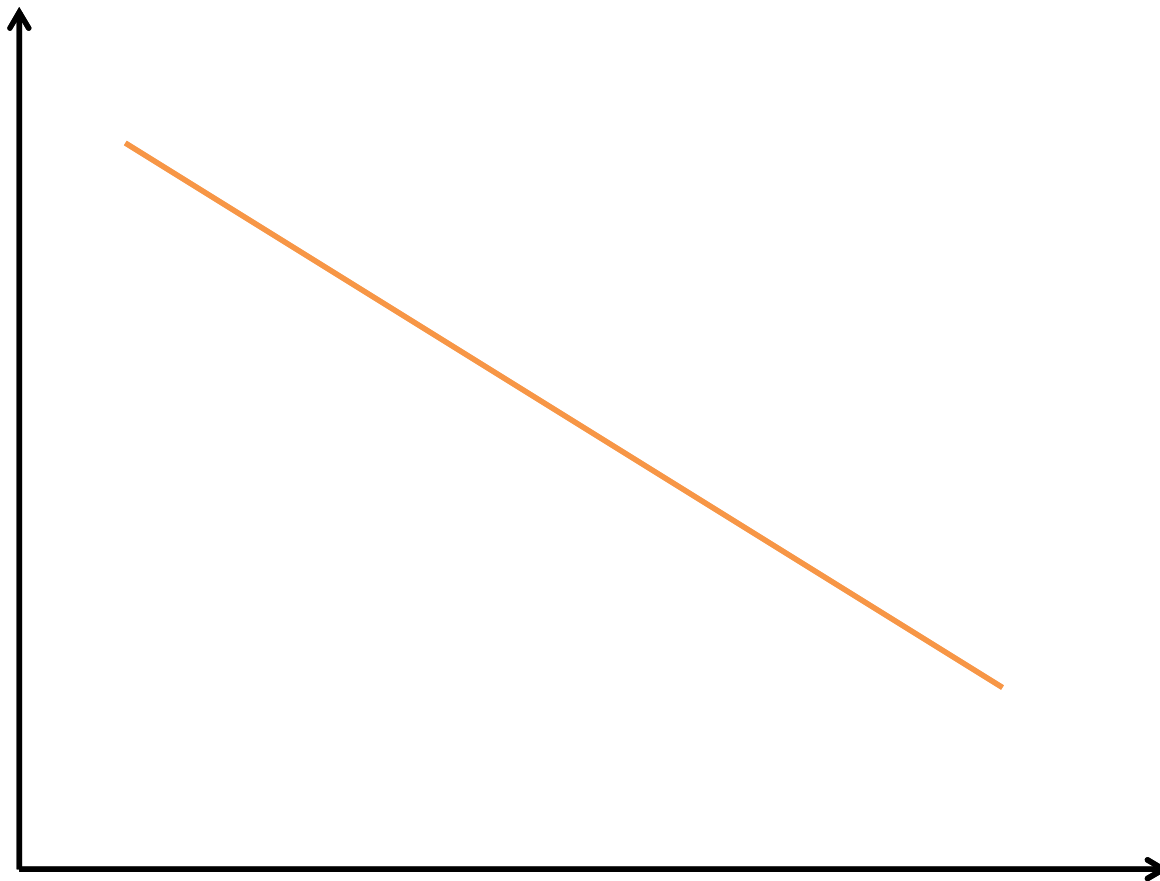


Connection-centric



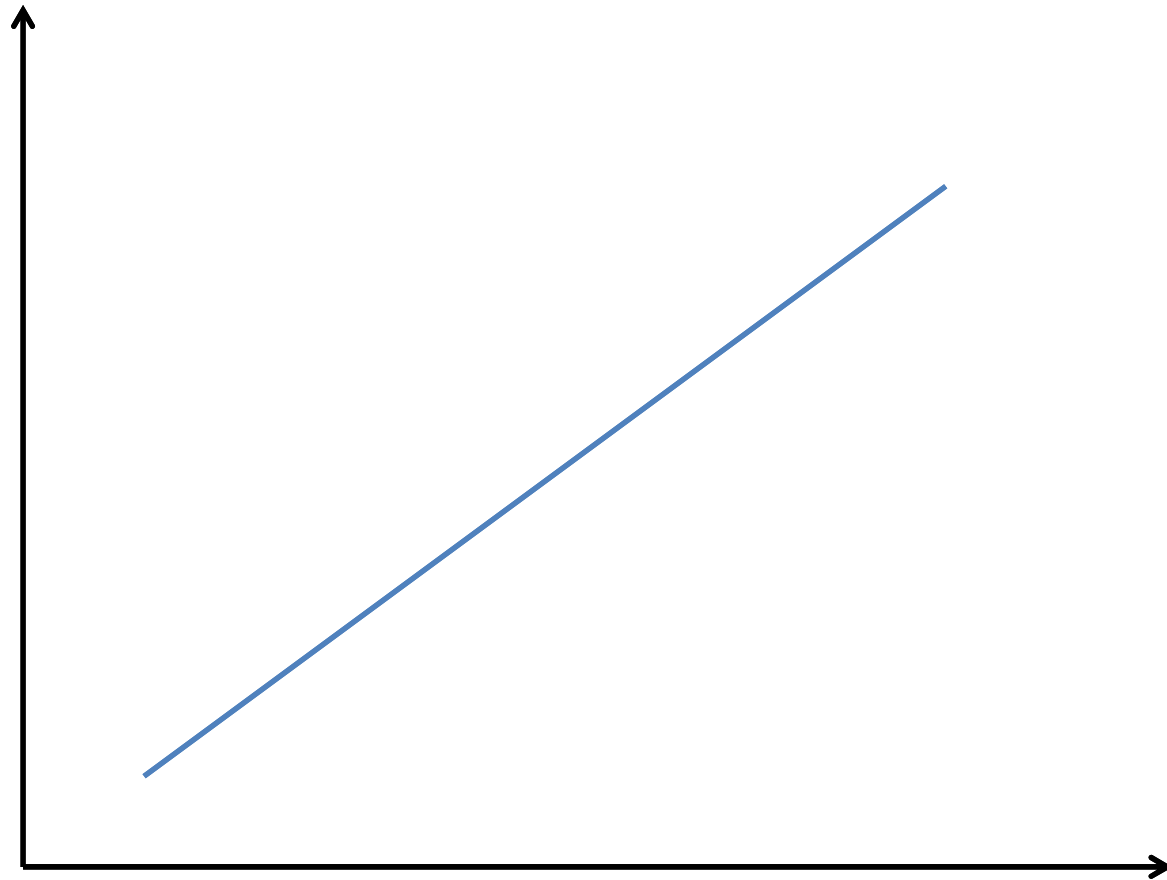
- Learners
- Mentors
- Content
- Conversation

Role of
Teacher

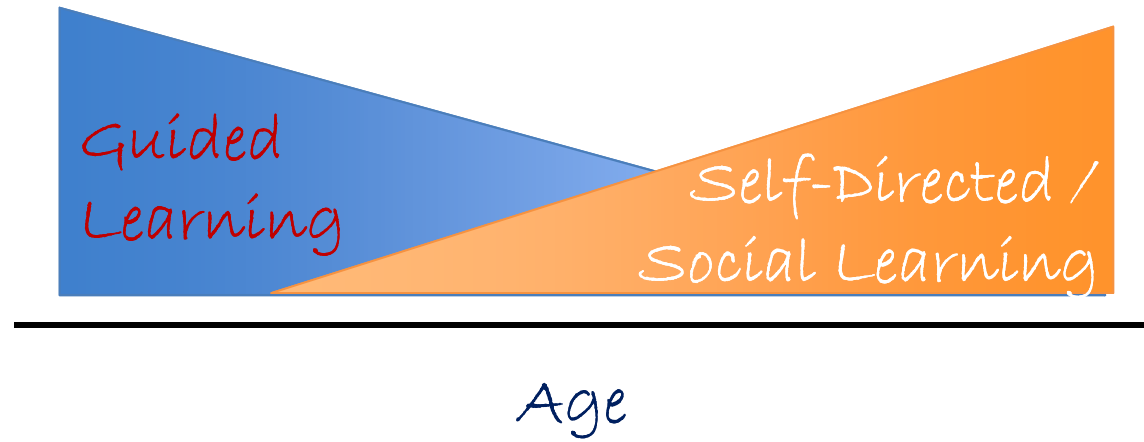


Age

Role of
Social
Learning

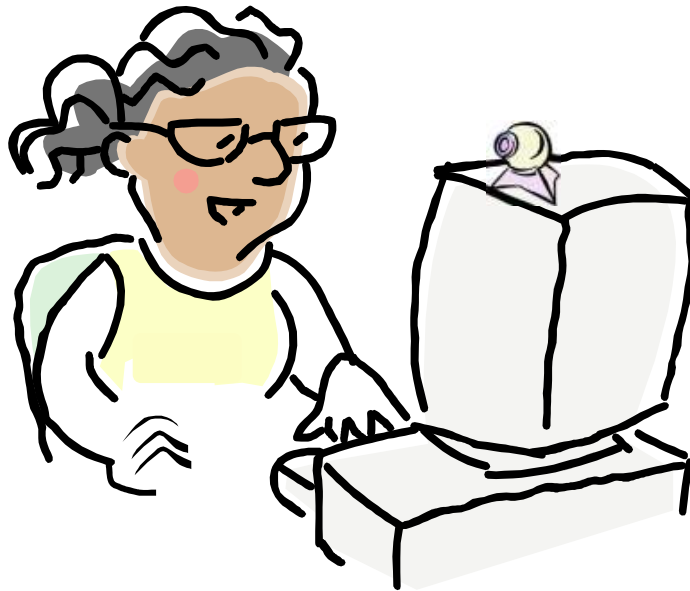


Age

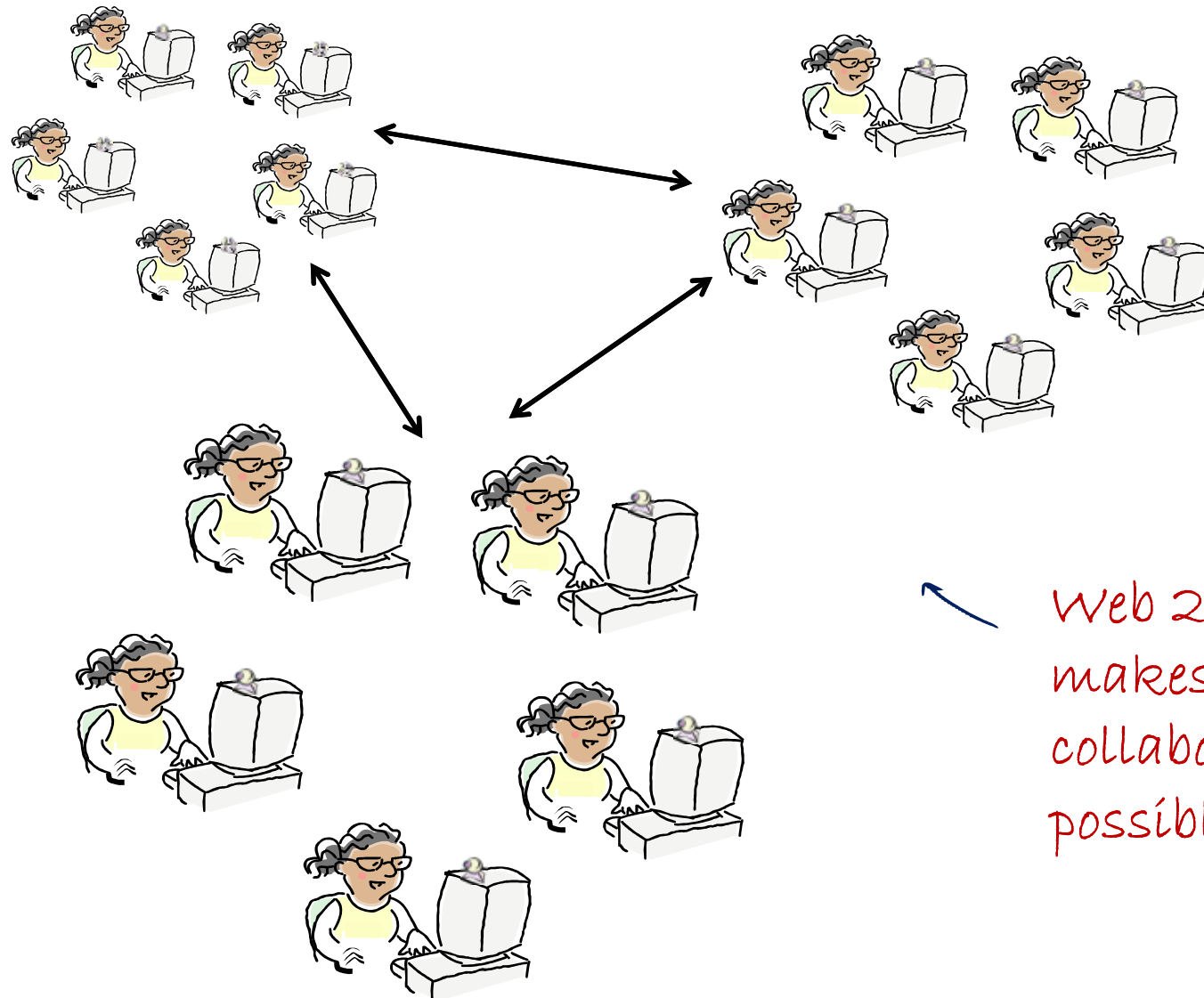


eLearning 1.0

One-on-one relationship
between learner and
online learning content



eLearning 2.0



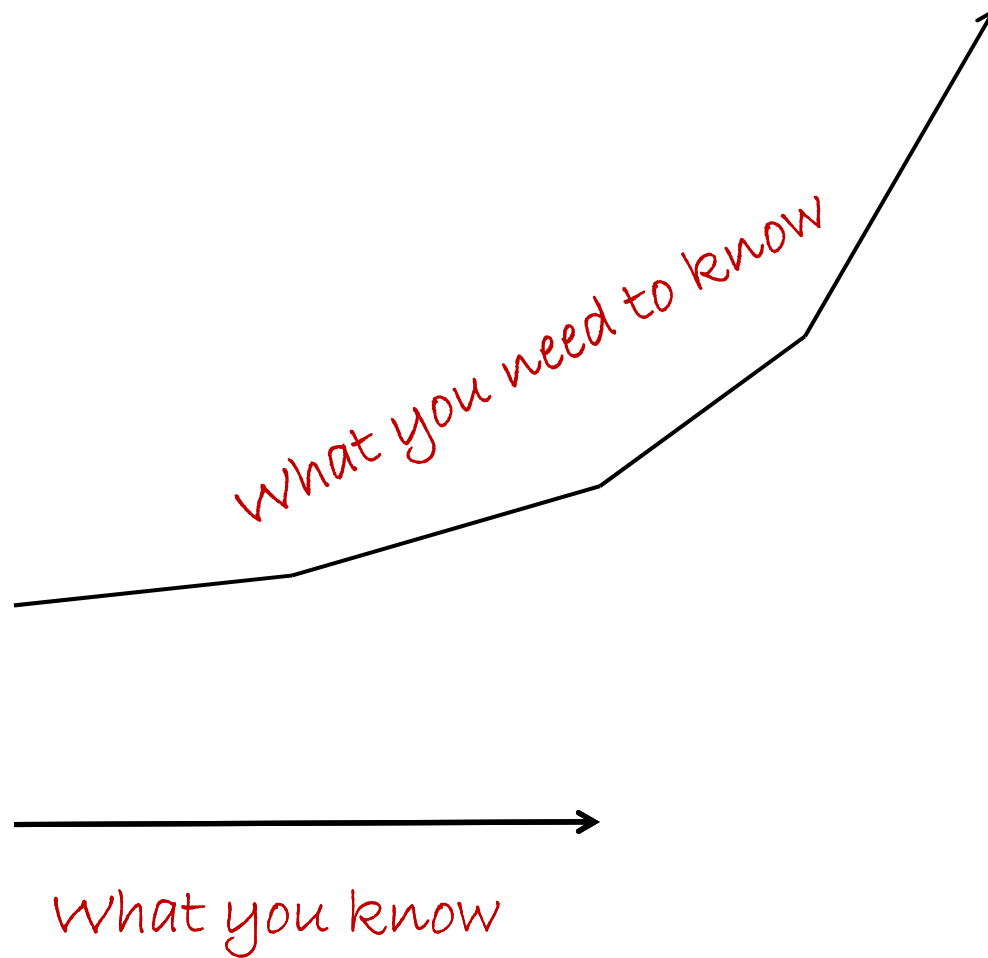
Web 2.0
makes online
collaboration
possible

21st Century

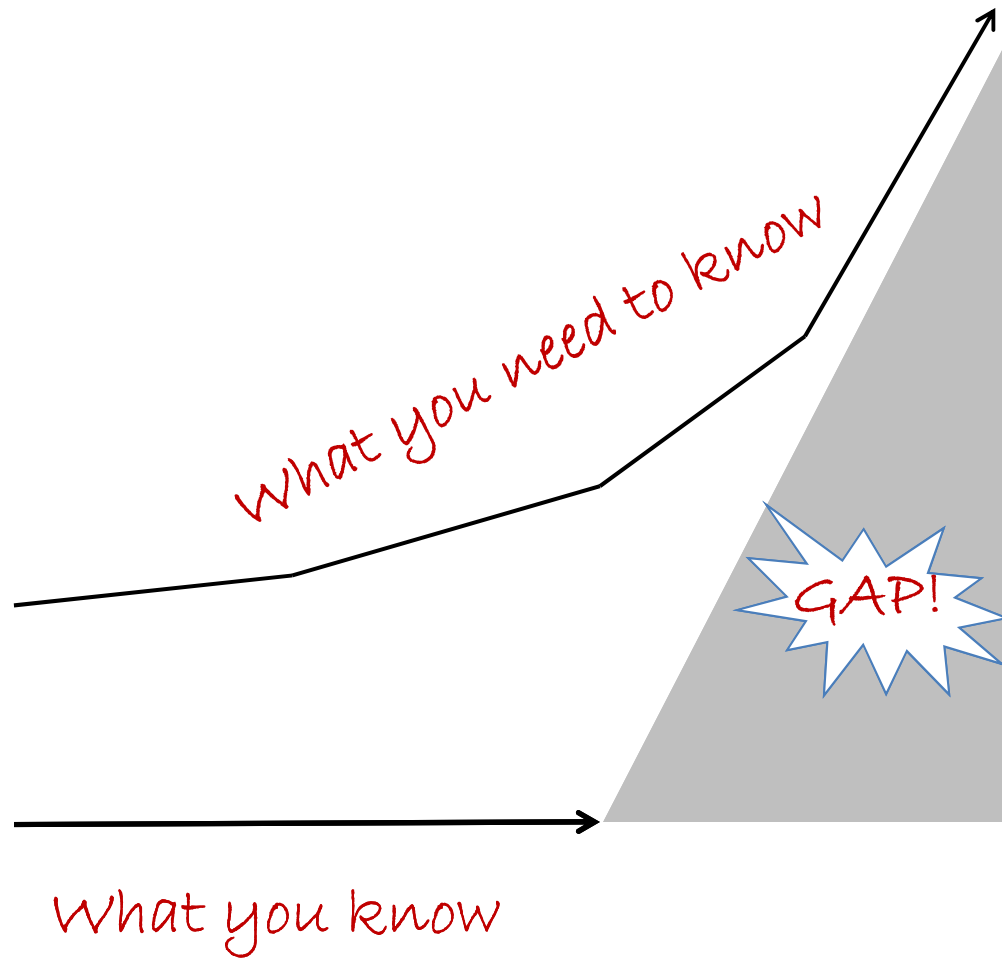


What you know

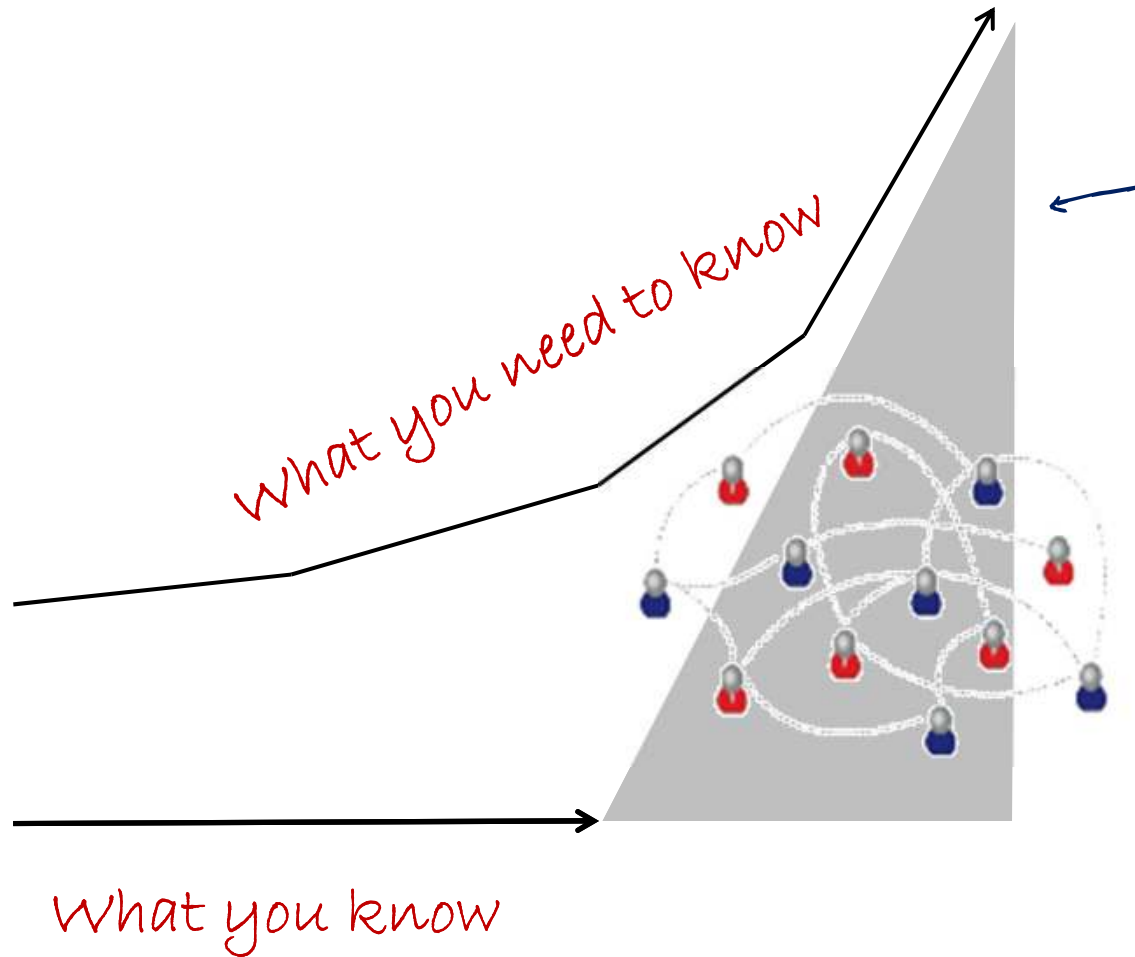
21st Century



21st Century

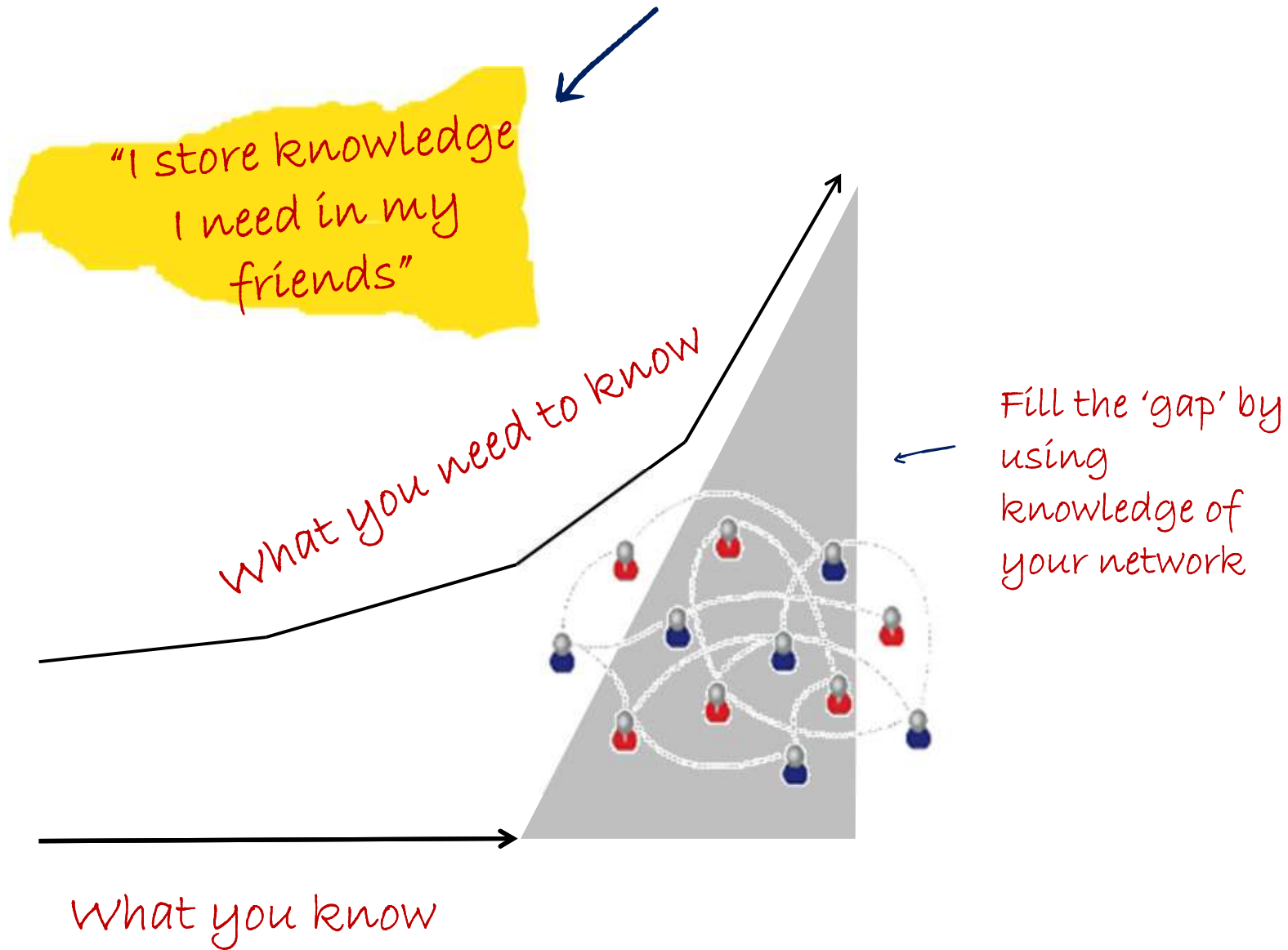


21st Century



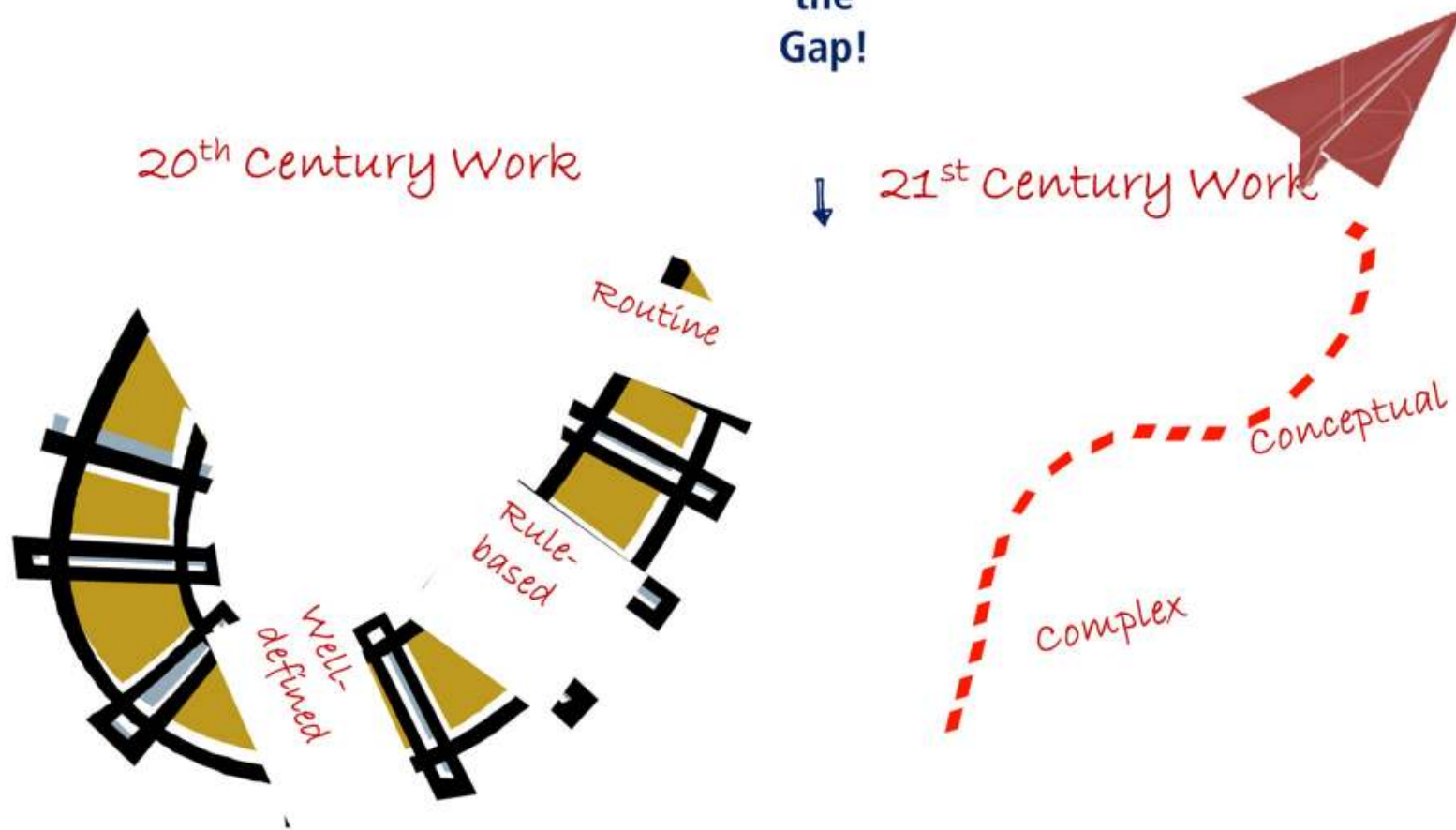
Fill the 'gap' by
using
knowledge of
your network
/connections

SOCIAL LEARNING



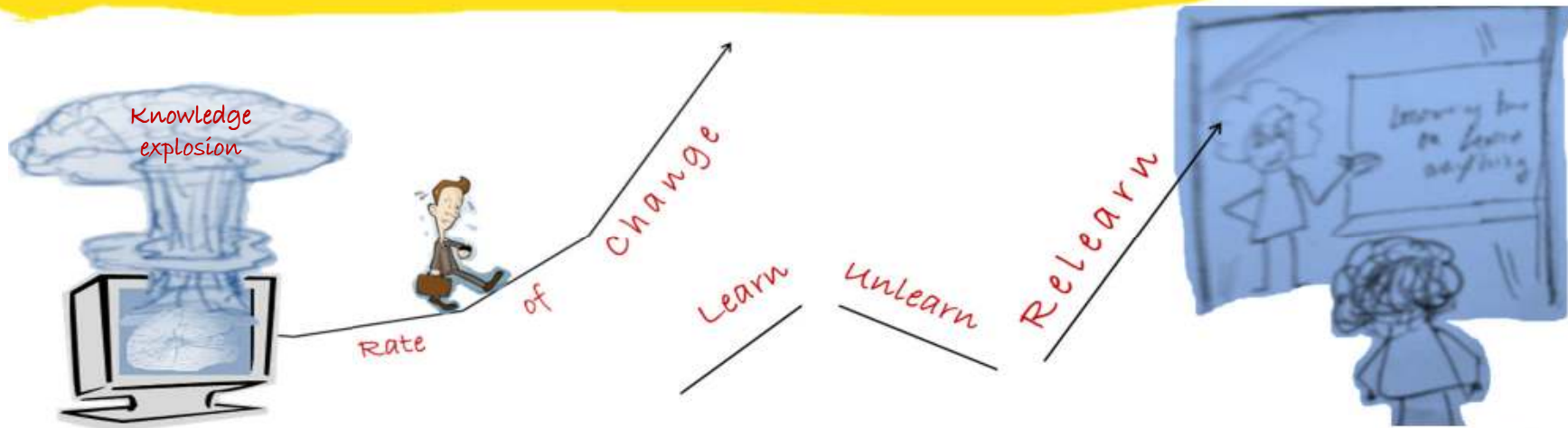
IMPORTANCE OF SOCIAL LEARNING

↓
Mind
the
Gap!



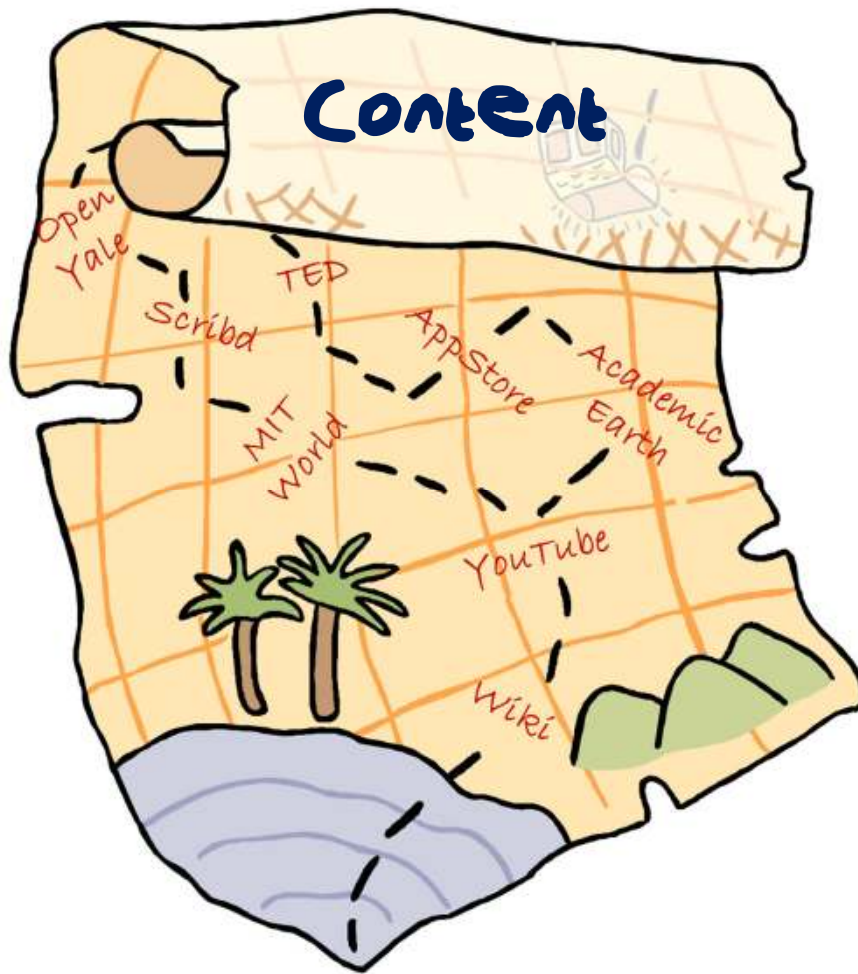
IMPORTANCE OF SOCIAL LEARNING

To survive and thrive in the 21st century...



...learn to self-learn and keep reinventing yourself

Social Learning Journey



+

Conversation

Social Learning Cycle



Problem with Social Learning - 1



Knowledge is
highly fragmented
AND
understanding
requires a coherent
narrative

The Social Media Glue!



Problem with Social Learning - 2

Economy of Atoms = Based on Scarcity

Economy of Bits = Based on ABUNDANCE

Problem with Online Learning - 2

Economics 1.0
(for Economy of Atoms)

= Based on Scarcity

Economics 2.0
(for economy of BITS)

= Based on abundance



NEED FOR FILTERING INFORMATION

Problem with Online Learning - 2

Economics 1.0
(for Economy of Atoms)

= Based on Scarcity

Economics 2.0
(for economy of BITS)

= Based on abundance



NEED FOR FILTERING INFORMATION

NEED FOR AMPLIFIERS - FOR OWN VOICE

Problem with Online Learning - 2

Economics 1.0
(for Economy of Atoms)

= Based on Scarcity

Economics 2.0
(for economy of BITS)

= Based on abundance

NEED FOR FILTERING INFORMATION



1. Algorithm-based Filters

- E.g. Google

Problem with Online Learning - 2

Economics 1.0
(for Economy of Atoms)

= Based on Scarcity

Economics 2.0
(for economy of BITS)

= Based on abundance

NEED FOR FILTERING INFORMATION

Algorithm-based Filters
- Google

2. Social Media-based Filters

Your Friends on Facebook

Recommendation Systems

(Amazon feature - 'People who read this also read')

Reputation, Rating, Ranking
systems

Advantage of Social Learning

- Co-learners add meaning and coherence

Participatory pedagogy

Social Tagging

Annotating

- Conversations lead to deeper understanding

From Web 1.0 (online information)...

...to Web 2.0 (online collaboration)

What Next?

WEB 3.0 = Personalization

Create learning experiences that are highly personalized

"LEEP"

co-Learning Experiences
Enriched & Personalized*

* More about creating enriched elearning experiences using principles from gaming, storytelling is at:

<http://www.scribd.com/doc/27772908/Ideas-for-Enriching-the-e-Learning-Experience>

Join Learning Conversations around skills
relevant for flourishing in the 21st century

– www.facebook.com/lifeskills

Author: Atul

Email: Atul.Pant@TimelessLifeskills.co.uk